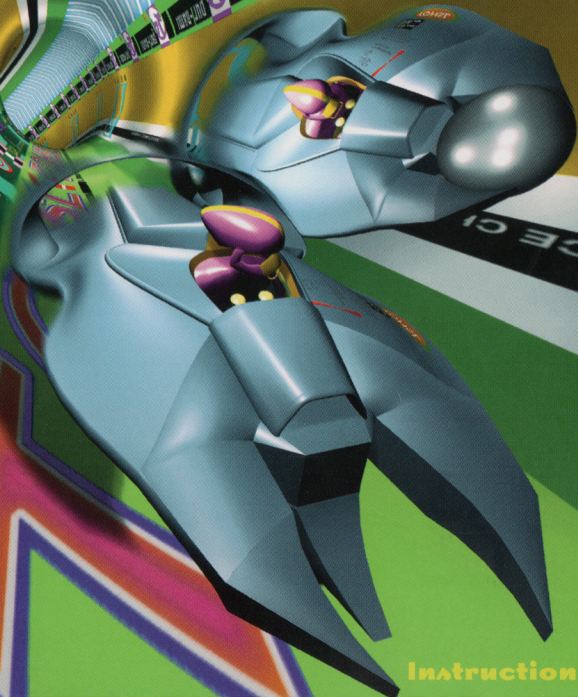


# LOOKUS™

A VIRTUAL REALITY  
SPORTS GAME



Instruction Manual





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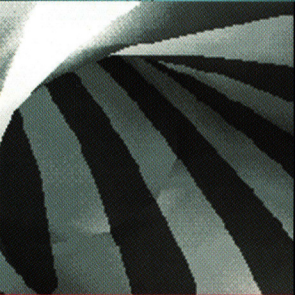
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## ABOUT LOCUS™



In the future, Locus will be the only sport — billions of people the world over are addicted to the game. Organizations from syndicated crime to military governments sponsor a team. The masses are happy just to watch. But not you — you gotta play. While racing at break-neck speed through the unimaginable geometries that compose the Locus arenas you must score against two opposing teams. Locus is cut-throat elimination.



Your ally becomes your worst nightmare in just a fraction of a second — the time it takes to score the final goal and eliminate a team. Start doing well for one team, and you'll be purchased by a team with greater prestige. In this way you'll rise through the ranks. As you progress through the arenas, you'll find that your opponents are increasingly smarter, faster, and more formidable.



## SYSTEM REQUIREMENTS

### Windows® 95 or MS-DOS® 6.0 or higher

- 486DX2-66 MHz or higher.
- 8 MB RAM or more.
- 12 MB hard disk space.
- Double speed CD-ROM drive or better.
- Supports mouse and joystick.
- Supports SoundBlaster™ and 100% compatible sound cards. For other supported cards, see the Addendum.
- 256-color VESA-compliant graphics card with 512 KB video memory (1MB recommended).

## HEAD MOUNTED DISPLAYS

Locus is engineered for head-mounted displays (HMDs). Locus is exciting to play on any standard monitor, but total immersion is best achieved with an HMD. Wearing an HMD allows you to scan the Locus arena, so you can look over your shoulder and see who is on your tail. You can also control your laser gun by simply looking in the direction of your target.



**The CyberMaxx™** by VictorMaxx™  
VictorMaxx Technologies, Inc., 1.708.267.0007



**i-glasses!™** by Virtual i-o™  
Virtual i-o, 1.800.646.3759, info@vio.com



**Forte's VFX1™** Head Mounted System  
Forte, 1.716.427.8595



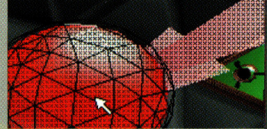


## INSTALLATION FOR WINDOWS® 95

1. Start your computer and insert the Locus CD-ROM into your CD-ROM drive.
2. From the Start Menu in Windows 95, select Run... and type X:\windows\setup [ENTER], where X is the letter representing your CD-ROM drive.
3. Once all the appropriate files have been installed, Locus Config will run. Locus Config allows you to select video and audio hardware options, including head-mounted displays.
4. After choosing the desired settings, select "Play Locus". You'll then be asked if you'd like to save your settings. After saving the settings, the game will begin.

### Changing audio and video settings in Windows® 95

If you would like to change the audio or video options after you have installed the game, from the Start Menu in Windows 95, select Programs... Locus... Locus Config.



### Starting from Windows® 95

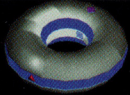
Make sure that the Locus CD-ROM is in your CD-ROM drive. From the Start Menu in Windows 95, select Programs... Locus... Locus Solo.

## INSTALLATION FOR MS-DOS®

1. Start your computer and insert the Locus CD-ROM into your CD ROM drive.
2. If you are in Windows 3.1 or Windows NT, quit Windows and exit to the DOS prompt.
3. To install Locus, type: X:\dos\install [ENTER] where X represents the letter of your CD-ROM drive. This will automatically launch the Locus Install program. You'll be asked which directory you want to install Locus in (the default is C:\locus).
4. Once all the appropriate files have been installed, Locus Setup will run. Locus Setup allows you to select video and audio hardware options, including head-mounted displays.







5. After choosing the desired settings, select "Play Locus". You'll then be asked if you'd like to save your settings. After saving the settings, the game will begin.

#### Changing audio and video settings in MS-DOS®

If you want to change video or audio options after you have installed the the game, type: C:\locus\setup [ENTER]. If you installed Locus to a directory other than C:\locus, make sure you first change to the correct directory, then type setup. This will launch Locus Setup.

#### Starting Locus from MS-DOS®

Make sure that the Locus CD-ROM is in your CD-ROM drive. Type: C:\locus\locus [ENTER]. If you installed Locus to a directory other than C:\locus, make sure you first change to the correct directory, then type Locus [ENTER]. This will start the game.

## LOCUS HOME MENU

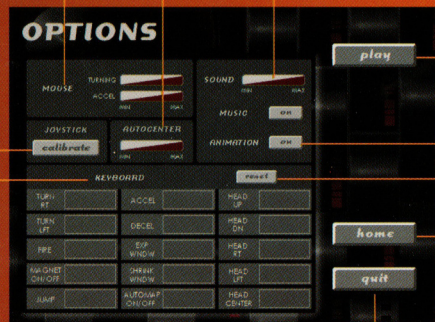
*The Locus Home Menu is the first screen you come to after starting.*

- |                |   |
|----------------|---|
| <b>Name</b>    | Shows the name of the current player.   |
| <b>New</b>     | Clears the name of the current player and allows you to type a new name.  |
| <b>Select</b>  | Selects a name that is on the name list and puts it in the current player box.  |
| <b>Delete</b>  | Deletes the highlighted name in the name list.  |
| <b>Play</b>    | Starts the game at the highest level you have achieved. Clicking on Play in this screen brings you to the Triad Screen.   |
| <b>Options</b> | Brings up the Options Menu, where you can set mouse sensitivity, audio levels, calibrate your joystick, turn screen animations on or off, and configure your keyboard.              |
| <b>Stats</b>   | Launches the Stats Screen. This is where you can find statistics about your Locus skills, including how you are doing in the current triad, and how you have done over your career. |
| <b>Quit</b>    | This button will quit the game, after saving the current game.  |





## LOCUS OPTIONS MENU



**Mouse** Modify the sensitivity of your mouse by dragging the barsliders between minimum and maximum sensitivity.

**Autocenter** Modify the way that your cycle centers itself on turns.

**Audio** You can adjust the volume of the Locus sound effects and music. To adjust the sound, click on the bar slider and drag to the appropriate location on the bar. You can turn the music on or off.

**Joystick** Click here to calibrate your joystick. This should be done the first time you play Locus with a joystick, and any time you feel the need to do so.

**Animation** Click here to toggle the animation sequences on or off.

**Keyboard** This area allows you to change the default key mapping for keyboard controls. Just click in the appropriate section, and enter the new key you'd like to use.

**Reset** Resets to the default keyboard controls.

**Play** Takes you back to the Triad Screen.

**Home** Returns you to the Locus Home Menu.

**Quit** Quits Locus.





## LOCUS GAME CONTROLS

**Mouse** When using a mouse, you control your cycle's direction by corresponding control of the mouse. Your cycle's speed is controlled by the relative distance you move your mouse, NOT by how fast you move your mouse.

**Left Mouse Button:** Fire laser.

**Right Mouse Button:** Toggle magnet. Press to activate/deactivate magnet.

**Joystick** Locus may be played with most joysticks. To configure Locus for play with a joystick access the Options Menu.

**Button 1:** Toggle magnet. Press to activate/deactivate magnet.

**Button 2:** Fire Laser.

**Keyboard** This document assumes you will primarily be using a mouse or joystick for control since the keyboard will not be visible while wearing an HMD. The following list defines the default keyboard controls for the most commonly used keyboard functions. Note that except for jumping, all cycle functions can be controlled with the mouse or joystick. The default controls may be changed within the Options Menu.

**Jump:** [SPACE BAR] Jumping can be very useful for avoiding collisions and obstacles.

**Head Movement:** Arrow keys. Allow you to look around. With an HMD, just turn your head.

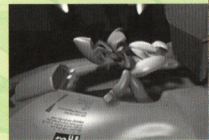
**Center View:** Letter "C". Centers your point of view in relation to your cycle.

**Expand Window:** Equal sign "=". Expands the window that shows the game.

**Shrink Window:** Minus sign "-". Shrinks the window that shows the game.

**AutoMap:** [TAB] key. Presents you with an omniscient perspective of the arena. While in AutoMap view, you may use the arrow keys to change your viewpoint.

**Quit:** Letter "Q" or [ESC]. Quits the current arena and returns you to the Locus main menu.





## LOCUS GAME ELEMENTS



**Balls:** Locus balls are red. Games start with two balls. One ball is removed when a team is eliminated.



**Goals:** Each team has its own goal. Its color corresponds to the team cycle color. Do not shoot at your own goal.



**Ball Return:** At the start of each game, and after every goal, one or more balls will appear at the ball return. Every arena has either 1 or 3 ball returns, depending on the arena geometry.



**Power Beam:** Energy is required to move, activate your magnet, and fire your lasers. Drive through the red/white light of the power beams to replenish your supply.



**Gadget:** Each arena is made unique by its shape, design, and its gadget. Some gadgets are good, some are bad. Drive into or through one to determine what its effects may be.



**Cycles:** Each team has its own cycle bearing the team color. Cycles vary in speed, control, accuracy and performance.

## LOCUS HEADS UP DISPLAY

The Heads Up Display (HUD) displays vital information about your cycle's direction, velocity, and energy level.

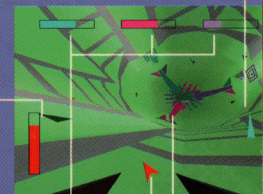
**Velocimeter:** This green arrow indicates your speed and direction. It is the same color as your team color.

**Energy:** This bar indicates your energy reserves. When it gets low, drive through a power beam.

**Guidance:** This arrow points in the direction of the nearest ball, and to the nearest goal when you have possession.

**Targeting:** When you are within range of another cycle, it is automatically targeted with cross hairs, and your laser guns will be aimed in that direction.

**Scoring:** Each team has a score bar at the top of the screen. The team color fills the bar as points are scored against a team. The more color in a bar, the closer the team is to being eliminated.





## THE RULES OF LOCUS

**The Locus universe consists of 12 arenas.** Each arena is home to one team, with a different style of Locus cycle. Every game consists of two visiting teams, and one home team. Each team consists of two players. Your teammate is controlled by the computer. To avoid the problem of home team advantage, three games (a Triad) are played – one game in each team's home arena. You start playing for the lowest ranked team, while your initial opponents are the second, and third lowest ranked teams.

If you win two games out of a Triad, you may be bought by the second ranked team of the Triad and advanced one level. Then another Triad is played, this time against the third, and fourth lowest ranked teams, and so on. This progression of advancement continues as you are pitted against every team, and compete in every arena in the Locus circuit.

Locus is cut-throat. Eliminate your opponents to win games, advance levels, compete in different arenas, and face increasingly difficult competition. Once inside an arena, you and your computer controlled teammate must eliminate the two opposing teams by scoring against them. When three goals have been

scored against one team, that team is eliminated, and its cycles are removed from the arena. You continue playing until you are eliminated, or until you eliminate both teams.

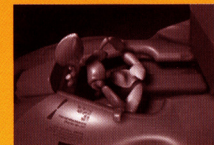
**Ball Control** Like any sport, good ball control is critical.

To grab the ball, run over it with your electro-magnet turned on (right mouse button toggles magnet). This is most easily achieved when the ball is in the open, but you can steal a ball from an opponent, or intercept a shot or pass. Your electro-magnet has limited energy, however. When your magnet runs low, the ball will get away from you. Ball control can also be lost through stealing, collisions, and laser fire.

### Passing and Shooting

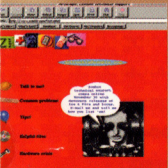
You pass and shoot the ball by deactivating your magnet (right mouse button toggles magnet). The speed and direction of the ball is dependent on your cycle's speed and direction.

*Look for goals matching the color of one of your opponents. Shoot the ball into the hole under the pyramid on the goal, and you score a point against that team. Don't shoot the ball into your own goal!*





## TECHNICAL SUPPORT



**Technical support** is provided **M-F, 9am-5pm (PST)**, at **206.654.7060**, via email to **DrTrouble@zombie.com**, or via the URL **<http://www.zombie.com>**. Zombie also

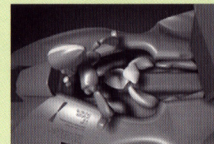
has technical support forums on America Online™, Compuserve™ and eWorld™. When calling for technical support, be near your computer if possible. Please have information regarding your system setup (CPU, sound card, and graphics card) ready.

## TROUBLESHOOTING

See the **Addendum** for troubleshooting tips and information.

## NETWORKING

Locus can be played on a network. For network play instructions, see the **Addendum**.





## DEVELOPMENT & CREDITS



Christine McGavran, *technical lead*, lends her 3D graphics expertise to create the wild Locus environments. A programmer fluent in computational geometry, she designs the

physics in each arena that enable players to swerve, jump, crash, shoot, and score. Her interest in enhancing creativity in games leads to flexible and intriguing game play. Mike Dussault, *senior-programmer/designer*, is the resident PC programming expert. He keeps the game design in line with what gamers really want. Mike produces and codes the slick options interface and net-working that allow players to go head-to-head over a network or modem. Janet Galore, *producer/designer*, whips the whole crew

into shape. Coming from a pure math and fine art background, she injects a stylized, futuristic vision into the game. She brings together a team of extraordinary artists, modelers, musicians, and animators to make the sights and sounds of Locus truly immersive.

**Game created and developed by** Zombie Virtual Reality Entertainment, **executive producer** Mark Long, **producer** Janet Galore, **technical lead/3D coding** Christine McGavran, **senior programmer** Mike Dussault **original game concept** Mark Long, Joanna Alexander. **animation/arena design** Guy Hundere **artificial intelligence** Gregg Seelhoff **sound code** Jay Prince **installation and interface coding** Mark Kreidler **music composition/sound design** Roland Barker **packaging and advertising art** REM Graphic Design/Lisa Liedgren **modeling** Rick Welsh **interface art** Joseph Walker **modeling, arena art, animation** Kathy Buchheit **digital sound effects** Clatter & Din **manual and story line** Edward Galore **macintosh version** Jay Bartot **PlayStation Version** AfterScience **special thanks to** Will Ackel, Joanna Alexander, Allan Blum, Robert Champagne, Timothy Childs, Jeff Close, Kimberly Collmer, Jennifer Davy, Andamo Deming, Scott Dodson, Dan Goods, Ann Donovan, Glory Evans, Anne Graham, Sandy Heyer, Randy Jones, Steven Kent, Chris Libertino, Johan Liedgren, Christopher MacRae, Dan Meyer, Nick Nicholas, David Nolte, Jeff O'Connell, Linden Rhoads, Jason Robar, Jeff Roberts, Linley Storm, Mike Shields, Sandra Smith, Mike Tannen, Noah Tannen, Josh White, the Windows® 95 Game SDK Team, and to GT Interactive Software **additional software and tools provided by** Serial/ Modem Code - Apogee; Renderware Rendering Engine - Criterion Software Ltd.; Sound Operating System - Human Machine Interfaces; 3DSound-Focal Point, Smacker Video Library - RAD; VisualC/C++ Microsoft; AI Code -Sophisticated Software; C/C++ for DOS - Watcom; DOS/4GW Professional - Tenberry Software. **additional music samples** Vince Clarke - Lucky Bastard, written by Vince Clark, published by Musical Moments (Europe) Ltd./Sony Music Publishing Guitar samples from Steve Stevens Guitar Sample Collection. ☺ ☺ ☺ ☺ ☺ ☺ ☺ ☺ ☺ ☺

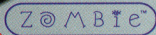




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